```
QuadTree
# transformation
+ QuadTree()
+ ~QuadTree()
+ Render()
+ SetNeighbors()
+ Update()
+ SetTransformation()
+ GetHeight()
+ beginElement()
+ endElement()
+ getminX()
and 9 more...
+ beginElement()
+ endElement()
       Terrain
+ Terrain()
+ SetTotalSize()
+ ~Terrain()
+ Collide()
+ Collide()
+ Collide()
+ SetTransformation()
+ Render()
+ DisableDraw()
+ EnableDraw()
+ DisableUpdate()
+ EnableUpdate()
+ GetUpVector()
+ CollideAll()
+ DeleteAll()
+ RenderAll()
+ UpdateAll()
```